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(54) **MULTISENSORY AUGMENTED REALITY**

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(57) **ABSTRACT**

According to one aspect of the present disclosure, a method for providing a multisensory augmented reality environment is disclosed. The method includes receiving a real-time video stream of a physical environment, receiving depth information of one or more objects within the physical environment, generating real-time content depicting the physical environment based on the real-time video stream and the depth information, rendering augmented content, wherein the augmented content integrates original content and the real-time content, generating sensory feedback instructions to provide sensory feedback based on the augmented content, wherein the sensory feedback instructions are dynamically adjusted to changes in the augmented content, transmitting the augmented content for display and instructions to provide sensory feedback correlated to the augmented content.